

A.C.E. - SAINT LOUIS NEWSLINE

JUNE 1987

JUNE MEETING - JUNE 6th * 12 NOON

JULY MEETING - JULY 2nd * 7 PM

=====

June meeting:

CES [Consumer Electronic Show] REPORTs
DEMOs OF NEW SOFTWARE IF TIME PERMITS
RESULTS OF ATARIFEST MEETING WILL BE ANNOUNCED

July meeting:

Preliminary - Tom Hudson

UTOC

JUNE 1987

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PRESIDENTS REPORT/RATTY'S RAP

ST NEWS - CES REPORT

8 BIT NEWS - CES REPORT

EDITORS CORNER

ST DISK 004

COMING IN JULY

INTERLINK ST

1st CAD

CERTIFICATE MAKER

IN DEPTH CES REPORT

plus

MORE

June 1987

SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3	4	5	6 ACE NOON TPL
7	8	9	10 ST SIG 7:30PM RHC	11	12	13
14	15	16 MIDI SIG GREG	17	18	19	20 WING DING 1 PM
21	22 GFA SIG RHC	23	24	25	26	27
28	29	30				



PRESIDENT'S REPORT

RATTY'S RAP
MATTHEW J.W. RATCLIFF



Ratty's Rap - June 1987

CES is less than a week away! I can hardly wait. I'm optimistic that Atari will show some "real hardware" this trip, not just vaporware. I have heard that Atari is not inviting developers into their booth this year, and that they will be showing "game software only". Apparently Atari is getting a bit "snobbish", considering the CONSUMER Electronics Show to be an entertainment show for the average home electronics buyer, and are saving the high tech business stuff for COMDEX, the big computer oriented shows. We'll have some reports of the Atari booth and other interesting parts of the show for you at the June meeting.

Thanks to Jason at ClearStar Technologies, I now have Lightspeed C for the 8bit Atari. It looks fairly good overall, with some floating point support. (Floats must be declared as char[6] however, and treated as strings.) I haven't had time to fire it up yet. We had a storm that took out our power for about 10 hours last week, and trashed all the files on my MIO board. I haven't rebuilt all the files (but I do have BACKUPS, somewhere) on it yet. It takes a while to setup 1MEG worth of working RAMdisk space. Once it's setup, I hardly ever access floppy disk.

Well, I've done it! I finished a "significant" program on the ST, called Altered STEights. It is a picture viewing utility that works in low or high resolution modes on the ST. It will load 8bit picture files, either mode 8 (such as screen dumps from Solid States or Super Plotter 3D II, or 4 gray level picture captures from 8bit Computer Eyes), mode 9 (such as mode9 digitized pictures), or Koala pictures. I originally developed it as a way to create "clip art" Degas files for use with Publishing

Partner and other programs.

Altered STEights allows you to load 1, 2, 3 or 4 different pictures (in varying sizes) on the ST display at once! And you can freely mix mode9 and Koala pictures, for example. If you're making clip art, monochrome is best, since the pseudo gray levels are designed such that 100% of the resolution of Koala pictures is retained, no matter what screen format you're using. In the color Low Res mode, the mode9 pictures look BEST. Once your composite pictures are created, they can be saved to disk in Degas format. ST-Log has accepted this for publication.

One of the oddest things I noted about Megamax C, while developing this project, was how it handles the initialized data "segment". As part of the demo screen, I compiled into the program 7K worth of image data, a digitized photo of yours truly. My program took longer to compile and link, but still wasn't bad working with a hard disk. As I added more and more graphics mapping routines (one for each display type, for each picture type - or 18 different mapping algorithms altogether), the file got larger, over 48K at one point! Well, I finally decided to take out the "integrated" demo, and set up the program to load up to 3 external DEMO.PI? files as part of the startup demonstration. Suddenly, when I removed that 7K of initialization data, the .PRG file got 30K SMALLER!

I'm not sure why or how this happened. I think Megamax must be horribly inefficient in managing the initialized data segment. I've talked to Clay Walnum (Mr. Cmanship) and Charles F. Johnson (West Coast Editor of ANALOG/ST-Log), and they don't have a clue as to what caused it. Clay thought that I might have removed some code that was causing



RATTY'S RAP - CONTINUED

MATTHEW J.W. RATCLIFF

MAT * RAT



this 30K glitch. However, I had removed no code - just the #INCLUDE of the 7K character array declaration and initialization. The NEXT time I need a large chunk of initialization, I'll load it from an external file!

SoftLogik has released 3 new fonts to the public domain, Saturn, Columbia, and Hudson - for both screen and dot matrix printer. The previews I saw at the SoftLogik offices last week looked pretty sharp. Deron has also developed 3 more fonts for sale. A new company called the Font Factory has formed just to create fonts for Publishing Partner. Fonts will come 3 to 6 to a disk (I'm not certain), and sell for about \$30 each. The Font Factory is also developing "clip art" in the same tradition of Print Shop and Print Master. They will be DEGAS picture files, filled with a host of smaller pictures. You can go to the Publishing Partner picture buffer and cut the small pictures out and paste them into your documents.

I've received Easy Draw 2.0 from Migraph for review. It looks pretty good, and the price has been lowered significantly. The 24 pin printer drivers are an extra charge, \$19 each. The NEC P6 (what I own now) is out, and I should be receiving that shortly. Then I can get on with the business of testing the program for ST-Log. I've also got FIRST CADD 1.2 from Generic Software. It is more of an engineering drawing and design program. Easy Draw is about half way between the desktop publishing powers of Publishing Partner and the drawing features of First CADD. First CADD is command oriented, uses no GEM at all, and doesn't seem very user friendly - but it seems very powerful, however.

My Paradox 5.25" drive has been in use daily for over a month now and I

LOVE IT! I'm always porting text files between my PC at work and the ST at home now. It's nice to be able to hack out a few routines for a program I'm developing on my lunch break, and then do a test compile as soon as I get home. I'm using 5.25" disks to archive all the interesting articles and source listings I want to keep for future reference, but don't want cluttering the hard drive. This is certainly more cost effective than using 3.5" disks. Since I started to use the Paradox drive, I've only consumed 2 or 3 of the 3.5" disks. So, overall, I think it's a real money saver.

I've started playing with GFA BASIC, at the recommendation of Charles Johnson and many others excited with its capabilities. GFA BASIC is bound to become THE STANDARD BASIC for the ST. It's fast, powerful, and easy to use. The "limitation" of only one command per line is actually a blessing. Have you ever tried to decipher someone's program listings that had an average of 6 colon's (:) per line? It's miserable. GFA BASIC doesn't use line numbers, which makes it INFINITELY easier to insert lines of code. No more renumbering to make pretty listings and such. If you DON'T want to get into C or Pascal, but want to be able to hack out some nice utility and game programs on the ST, like you used to do on the 8bit with BASIC XL, then GFA BASIC is THE ONE for you! I have been using it to test out algorithms, and develop screen layouts before going to Megamax C to do the final coding. It's a real time saver.

Next month I'll give you my impressions of CES and let you know what you can expect for the ST and XE product lines in the future. Until then, happy hacking!

Mat*Rat

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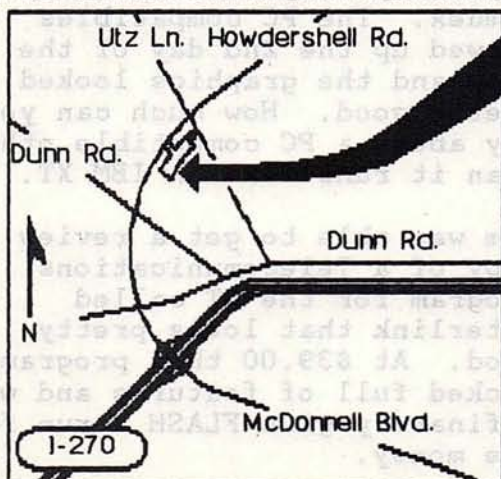
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ST News - Consumer Electronics Show



Dateline Chicago - June 1987

by Terry Shoemaker

The Atari ST definately was not the topic of the Summer CES show. There were quite a few booths sporting the ST computers including a couple new MIDI companies, a new CAD program for \$99.00 and several Desk Top publishing programs. There was also an educational series of programs which are due to be released by Atari which will be fairly reasonable in price.

The Atari booth was much smaller this year and one you had to look for. Being in the new building of the McCormick Center, Atari was situated in about the center of McCormick North. The best way to find it, look for the only booth with an Airplane on top! The theme of the Atari booth was Game Machines. Many 2600's running cartridges and about 12 work stations for software companies to display their wares on ST's.

Three 8 bit systems set up, 1 for the new double sided/double density drive, one for the XEP80 column card and one for ICD. The XE game machine was on top of the booth and onlookers were limited to a few at a time going up. No waiting line though.

The most important news at the show for ST owners is Atari's change of heart on Advertising. TV commercials for the ST should be hitting the airwaves in the top 40 market in September with National coverage before Christmas. Commercials are slated for all game machines also.

Unison World, makers of Printmaster and Printmaster + have come up with a new borders and fonts disk to be released this month. Good news for original Printmaster owners, a file will be added to the disk

which will give you Printmaster + when booted from the original Printmaster. Good product support here so anyone who has the original Printmaster should buy this disk.

Unison World also demoed a desk top publishing program for \$99.00. This was on the IBM and looked fairly good but no where near the program that Publishing Partner is. On the other hand it looked a lot easier to use then Publishing Partner and would be a good program for clubs of all kinds putting out a small newsletter. They will be making an ST version but no announcements on release dates at this time. They hope to include Neo files in addition to the use of Printmaster icons in this.

Absent from the show were the Mega ST's and Lazer Printer. Atari feels the CES is not the market for these items. Hopefully they will be shown at Comdex. The PC compatibles showed up the 2nd day of the show and the graphics looked pretty good. How much can you say about a PC compatible other than it runs like an IBM XT.

Jim was able to get a review copy of a Telecommunications Program for the ST called Interlink that looks pretty good. At \$39.00 this program is packed full of features and will definately give FLASH a run for the money.

In closing, more news from Atari, Their stock is up, their sales are up and another Tramiel showed up.



8 Bit News - Consumer Electronics Show



Dateline Chicago - June 1987

The summer CES was this past weekend and the ACE St. Louis Club was well represented by Mat * Rat, Jim Bucholz, Wade Mathews, Terry Shoemaker, Marty Albert, Charles Robinson and Jeff & Tim Randall of Randall's Home Computers.

The big news of the show was definately 8-bit. If we can beleive Atari and this time I think we can, The XE game machine will be hitting the shelves this fall. This is a 65xe desquised as a game machine. It will be packaged with a separate CPU sporting deco function keys, a detachable keyboard, arcade gun and joystick.

The system will be compatable with the xl/xe series and takes the same cartridge. The Arcade gun will be sold separately about 4 months after release. Old games are being ported to cartridges, old cartridges are going to be re-released and new cartridges utilizing bank switching will be out which can be up to 256k in size, this is done by 8k constant ram and 8k of banked ram. I believe in the release dates only because Atari plans on lauching a television campaign in September.

That's right, TV comercials starting in the top 40 market in September for the ST, XE Game machine, 7800 and 2600 game machines and climaxing before Christmas with national ads. Atari will be working on putting these machines out in Kay Bee Toys, Children's Palace and hopefully K-Mart. As much as we hate to think of our machines as GAME MACHINES this may be what keeps the 8-bit Atari computers alive.

Springboard says the write in campaign for Newsroom is making them sit up and take notice. They are considering porting the

program to the Atari but have no plans on doing so in 1987. They have brought Certificate maker to the Atari ST and sales have been going fairly well.

Atari was showing the new 5 1/4 inch double side/double density disk drive at the show. This drive will support any double density dos currently on the market. No date of release was announced.

We saw the XEP80, Atari's 80 column card again this year at the show. Supposedly these are being shipped (Antic received theirs). With releases such as this maybe Atari can shake their Vaporware image they have been getting lately.

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EDITOR'S CORNER

ACE ST. LOUIS
Terry Shoemaker



Editor's Corner

Well, I am starting to set a pattern here. Planned on getting the Newsletter to the Printer before heading off to the CES but decided to hold up the presses for all of the latebreaking news from the show. Although there were a few items of particular interest the show did not have the pazazz for Atari owners that it did last year.

I have been going through some Newsletters from other clubs and have seen a few articles which I will be putting into print as I have found them to be pretty interesting. It would be preferable to get Articles from OUR club members and have gotten many good articles in the past. I have even seen some of our members articles reprinted. One recognized Charles Robinson and stated he was from the ACE Club, gee they left out the St. Louis part. Another from Australia had the Gateway BBS listed.

I feel we may not be one of the biggest Atari clubs in the nation but we certainly are one of the best. We have a lot of talent here with contributions from members too numerous to elaborate on. Our club is recognized nation wide. Thanks to everyone and keep up the good work!

Another note of interest is many of the clubs are complaining of lack of interest during the summer months with some even cancelling June meetings. Others are regretting splitting off from the ST or failing to accept them as a family of computers by sticking solely with the 8-bit. I feel we have a good mix here in ST. Louis and a club to be proud of.

Another complaint heard around from different clubs is the lack of support being received by Atari concerning support for Atarifests. Advertising has been late and promised monies have not arrived. If we should decide not to hold an Atari Fest I think we should publicly announce this in letters to Antic and Analog citing the problems from other clubs. We must think hard about a venture such as this and make sure it would be in the best interest for our club. There will be an Atarifest in the end of June for anyone interested.

ST DISK 04 - ACE St. Louis

Reviewed by
Dick Pederson

ST Library Disk 004 - By Dick Pederson

This disk is graphics oriented. It contains many graphics demonstration programs and numerous utilities for converting files from one picture format to another, for viewing pictures, and has several slide show options. The major offerings on this disk are version 9 of Atari's NeoChrome and version 6 of PICSWITCH.

NeoChrome has many more features implemented than the original issue version and is far more powerful. PICSWITCH is a great utility for converting almost any kind of graphic picture format to another for use on the ST. Also, if you want to change picture resolution, convert your library of 8 bit Koala MicroIllustrator Pics, or convert RLE files, then this disk is for YOU.

The Files

3DBUILD.PRGM

This program lets you build and view objects in (3D). You can use a built in picture or create your own in a two dimensional drawing mode. The program will then draw the selected object with up to 60 sides (you select) as a wire frame drawing. You can then rotate the object around any axis or all at once. Resizing the object to larger or smaller requires only the press of a button. Further, you can redraw the object shaded or with all hidden lines removed. Rotation is only possible in wire frame mode. The object suffers from distortion when rotated from top to bottom. I believe this is due to the program being designed for high resolution screens and you lose half that verticle resolution in Color medium resolution. This is no CAD 3D program, however it is a good demonstration of 3D graphics. 3DBUILD.DOC is a short documentation file.

COLORS12.PRGM

Displays all 512 colors available on your ST. I didn't count 'em, but it looked like they were all there.

DEGASGEN.TOS

Converts a CompuServe Run Length Encoded (RLE) format picture into a DEGAS low resolution (PII) file. Same program as DEGASGEN.PAS found in the PASCAL folder on ST Disk 003.

EDIT_SPR.PRGM

This program is a Rastor Sprite Generator. It makes sprites for use in other programs that can be any size or shape and may have as many colors as the screen it is used in. You

use either NEO-Chrome or DEGAS to design your sprite, save it, then run this program.

EDIT_SPR.DOC is a short documentation file, however, first word or ST Writer is required. The file can be read with difficulty, however, its best to load it in one of the mentioned WP Programs and save it as ASCII or print it.

EFACT_PIC.PRGM

I have no idea what this program does. After running, I was always returned to the desktop as if something it was looking for was not there. If anyone figures this out, let me know.

GEMDEM.PRGM

Requires GEMDEM.RSC. This is a GEM demonstration program written entirely in Modula-2. Running the program gives you two drop down menus. One for your desktop, the other giving you the option of viewing five graphics demos. This program demonstrates the accessibility of GEM features from Modula-2 by TDI Software, Dallas, TX.

GRAFIX3D.PRGM

An interesting 3D graphics demonstration. Probably written for the high resolution screen (there is slight vertical distortion). Just run this program and watch. The program was written by Data Becker in Germany, writers of the ST Reference Series sold by ABACUS.

KALEID.PRGM

A Kaleidoscope program. Just run and watch. Pressing F1 returns you to the desktop.

KLEIDO.PRGM

A graphics demo. Pressing the left mouse button changes the background color and restarts the demo.

KOADEG.PRGM

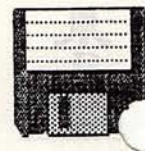
A Koala to DEGAS format picture converter. Now you can download those Micro-Illustrator files from the 8-bit, or port over those already in your library.

LOWRES3.TOS

Converts DEGAS low resolution pictures to high resolution. Useful for those with a monochrome monitor that has only high res available. Now you can convert all those picture files you wanted.



ST DISK 04 - ACE St. Louis



- continued -

Reviewed by Dick Pederson

MEDRES3.TOS

Converts DEGAS medium resolution pictures to high resolution format. By using this and the program described above, you can convert any DEGAS picture to work on the monochrome monitor.

NEOCON.TTP

This is a DEGAS to NEO picture conversion utility. Since this is a TTP program, an alert box asks for the parameters before the program executes. Simply type in the drive and file name of the picture to be converted. A new file is written to the same disk and folder as the original file with a NEO file name extender (FILENAME.NEO).

NEOCONV.PR6

A NEO-Chrome to DEGAS picture format conversion utility.

NEOFUN.PR6

NEOFUN.RSC goes with this program. Select a NEO-Chrome file to load from a standard files dialog box and then have a number of viewing options available from the "Functions" drop down menu. Three horizontal scrolling options (Word, Byte, and Bit), a scroll up, and a ghost scroll (scrolls only every other line), a mirror option (reverses the picture as if viewed in a mirror), and invert are your options. You execute the selected function by pressing the left mouse button. The right mouse button returns you to the program's desktop where you could save the picture in whatever state you left it in.

NEOV9.PR6

Version 9 of Atari's NEO-Chrome Drawing program. This is an excellent program that includes many more features than those available in the original issue version. It's worth getting this disk for this program alone.

P13CON.PR6

Converts high res DEGAS pictures to NEO format.

PIANOK.PR6

The Orchestrator by Intersect Software. This demonstration program makes full use of the ST's sound chip. It draws a piano keyboard on the screen, with each key labeled with the note it plays and which keyboard key to press to play that key (or note).

PICSW6.PR6

Reads DEGAS, NEO-Chrome, NVision, Amiga, MacPaint, Mac Startup Screen, Compuserve Vidtex hi-res RLE, and writes to DEGAS, NEO-Chrome, or Neo-Chrome Page format (for NVision). Pictures can be saved to any color resolution. In all conversions, you are given the opportunity to preview the conversion before the save. An excellent tool to help you with any conversion you may want to make. PICSW6.DOC fully explains the program and the options available.

PIXLATE.PR6

Converts pictures from NEO-Chrome to DEGAS Format. The initial alert box states that the program does not support color.

PVIEWER.PR6

This program reads in Run Length Encoded files from Compuserve (RLE) and displays them.

READPIC.PR6

Displays NEO-Chrome pictures. You select the picture from a standard GEM files dialog box.

RLESEE.PR6

Converts RLE files to DEGAS, NEO-Chrome, or Doodle format. You select the RLE format picture file to load and view from a standard GEM files dialog box. You then select NEO-Chrome, Doodle, or DEGAS as the target format.

SHOWPIC.PR6

DEGAS picture slide show program. Place in a folder with your DEGAS pictures. When run, the program will display your pictures one after another continuously until you quit the program. Function keys increase the display time. The higher the number pressed, the longer each picture is displayed. Pressing the space bar pauses the program at whatever picture is on display. Pressing the space bar resumes the flipping.

SLIDENED.PR6

NEO-Chrome slide program similar to the SHOWPIC program described above.

SLIDE_PIC.PR6

Another NEO-Chrome slide show program. This version looks for the ".PIC" extender to identify the pictures.

SPIN.PR6 - Graphics demo of a spinning top.

STRART.PR6 - Graphics demo of colorful line patterns.



CLUB DISKS FOR JUNE

ST AND 8 BIT DISKS
AND DISK INFORMATION



Greg Kopchak has put together two graphic/music disks for the ST. One disk is just in time for the 4th of July with pictures to go with the Graphics concerning Independence Day. The 2nd Disk has no real theme but puts the pictures to music. This gives you a little more than just music or pictures, you now have both.

As stated last month we have several new disks from another user group which Wade has spent some time putting together. We will also have the disk of the month from May which I forgot to give to Wade for copies. See Wade at the meetings for listings of programs on the disks or call the club phone, 645-6431 and leave your information and someone will get back to you. The club phone should be functional completely functional later this month.

Also, Antic Magazine has done a complete about face on the policy of programs printed in their magazines. We heard rumors of this and confronted an Antic representative at the CES. Antic's policy is that ANY program published in Antic magazines is owned by that magazine and is not to be sold on club disk or posted on bulletin boards. A letter received by another club from Mr. Capparell of Antic said they wanted all programs removed from their bbs. This means we will NOT be able to sell ANTIC disks through the ACE Club, sorry folks.

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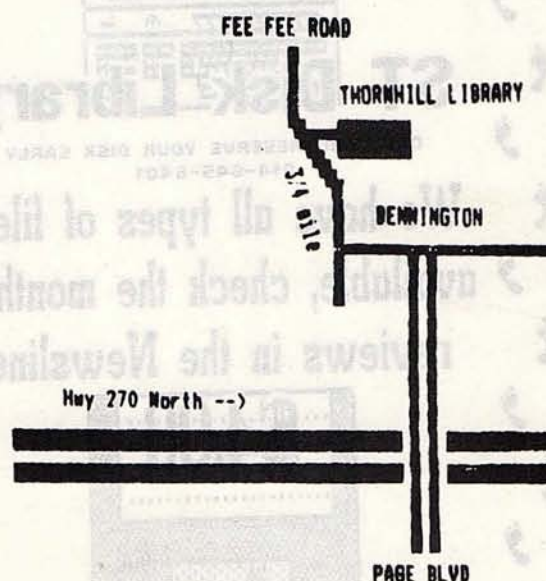
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